The thinking game by John Besnard and Robert Hardy

48K Apple
DISK
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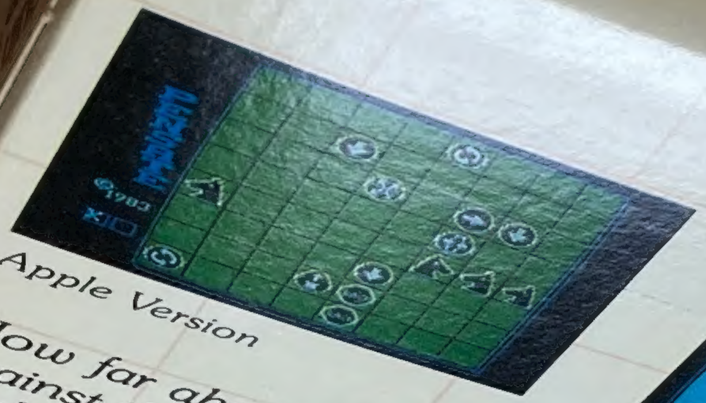
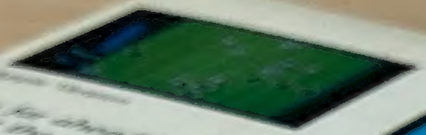


Apple Version

Macintosh Version

How far ahead can you plan your maneuvers against the computer-controlled pieces? Each type moves in its own set pattern, relentlessly, while you attempt to move your single piece to the top of the board. Each successful round brings on another opposing piece and the task gets more difficult. Hundreds of levels of play, from easy with only the next move planned, to very difficult with planning your moves four turns in advance.

Pensate was designed by John Besnard, programmed on the Apple II by John Besnard and programmed on the Macintosh, Commodore 64, and Atari by Robert Hardy.



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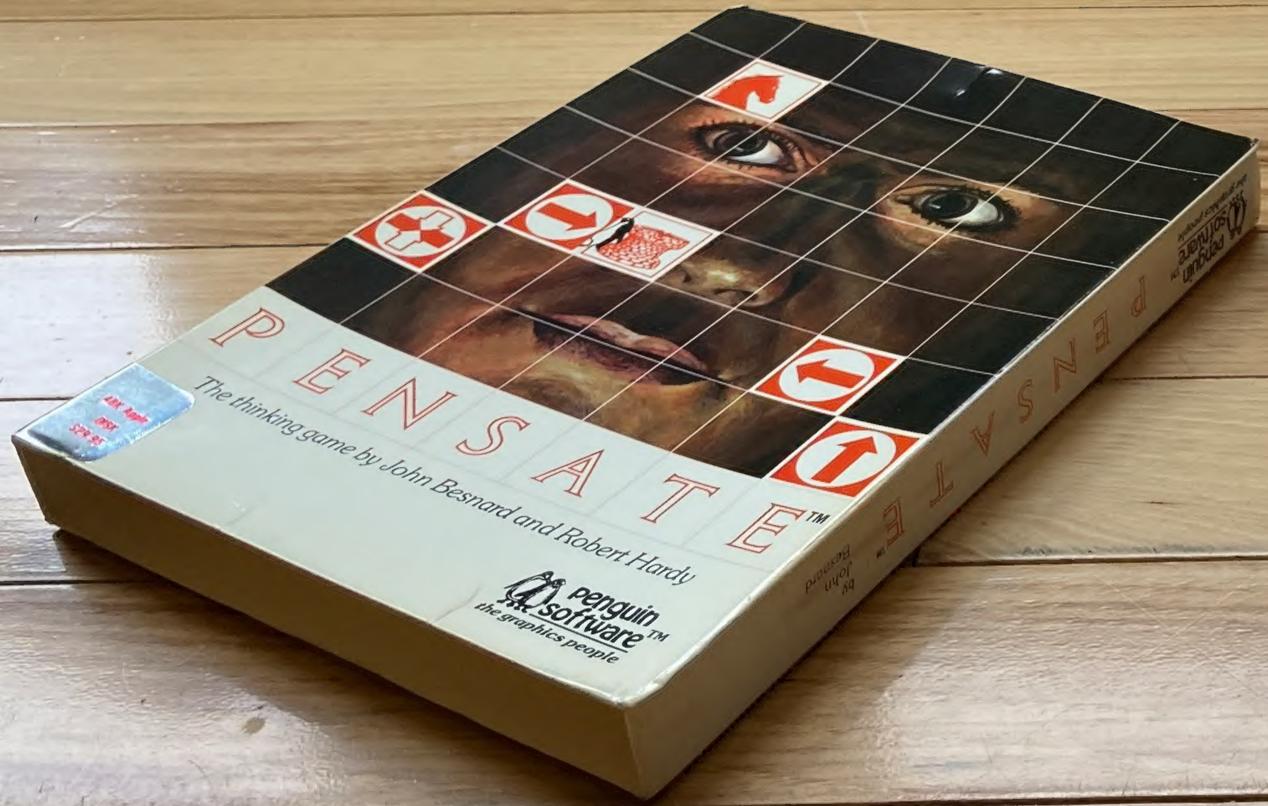
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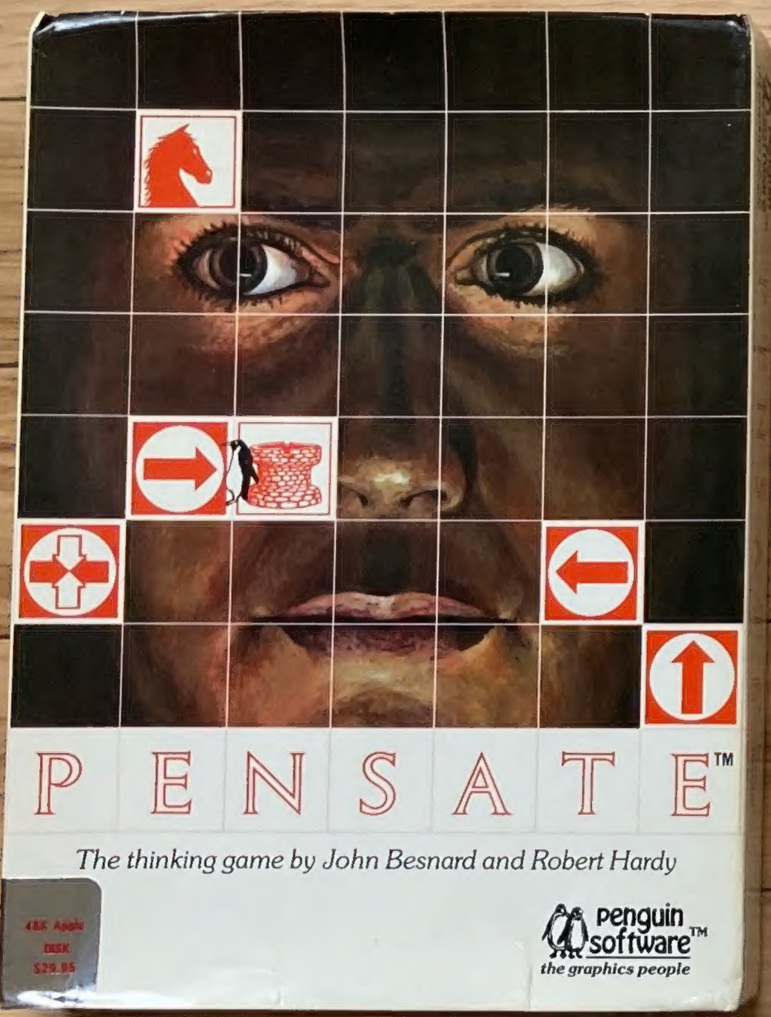

PENSATE™ by John Besnard

The Thinking Game

Pensate is a game carved from a classic tradition. It takes but a few minutes to learn, but may require penguin intelligence to master. This game has been used for generations in Antarctica as a training aid for preschool penguins. Until penguin chicks can compete in the most complex Pensate games, they are not allowed to attend formal school training. It is not until the chicks finish formal schooling that they are allowed to wear tuxedoes, the sign of a formal education.

HOW TO PLAY

The object of the game is to maneuver your playing piece to the top of the screen.

Moves

Moves are made using the I, J, K, M keys to indicate Up, Left, Right and Down respectively. With the Apple IIe, either the I, J, K, M or arrow keys work. You cannot move diagonally. If the player's piece comes in contact with any other piece, the game is over.

Once the player's piece moves, each of the other pieces on the board move. The direction each other piece moves depends on two factors:

1. The type of piece
2. The direction the player's piece moved

Should the computer's piece land on another of its own pieces, it makes its own move again.

Wrap around

The computer's pieces can wrap around the screen when making their moves. Your piece will not wrap around. If you enter a move which would take your piece off the edge of the screen, it will count as a move, but your piece will stay in the same place.

Restart

At any point, pressing ESC will let you start another game.

Sound

To toggle the sound off and on press CTRL-S.

TO START

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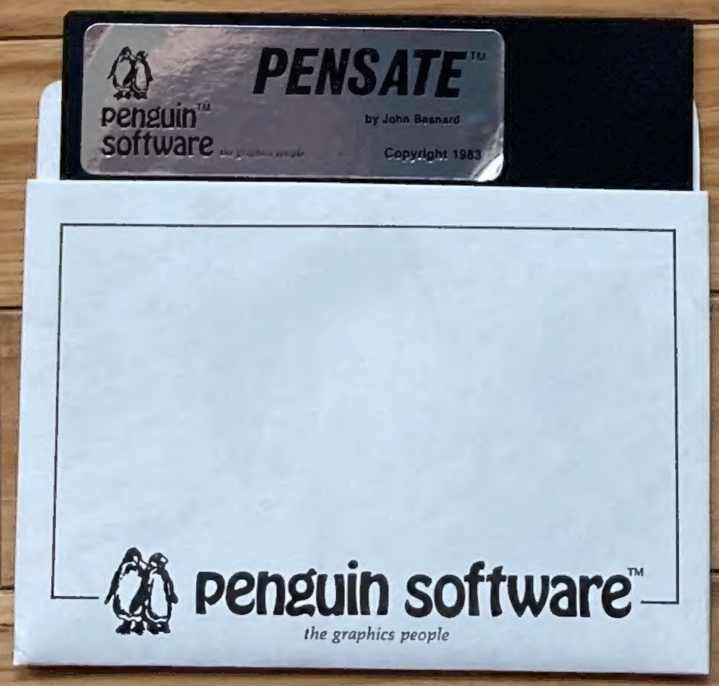

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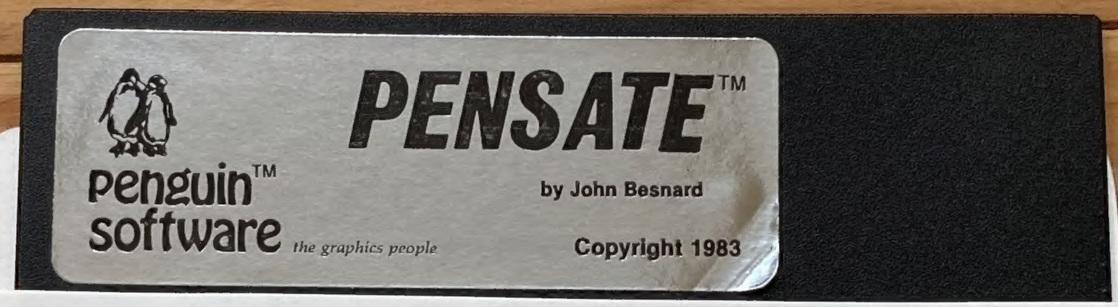
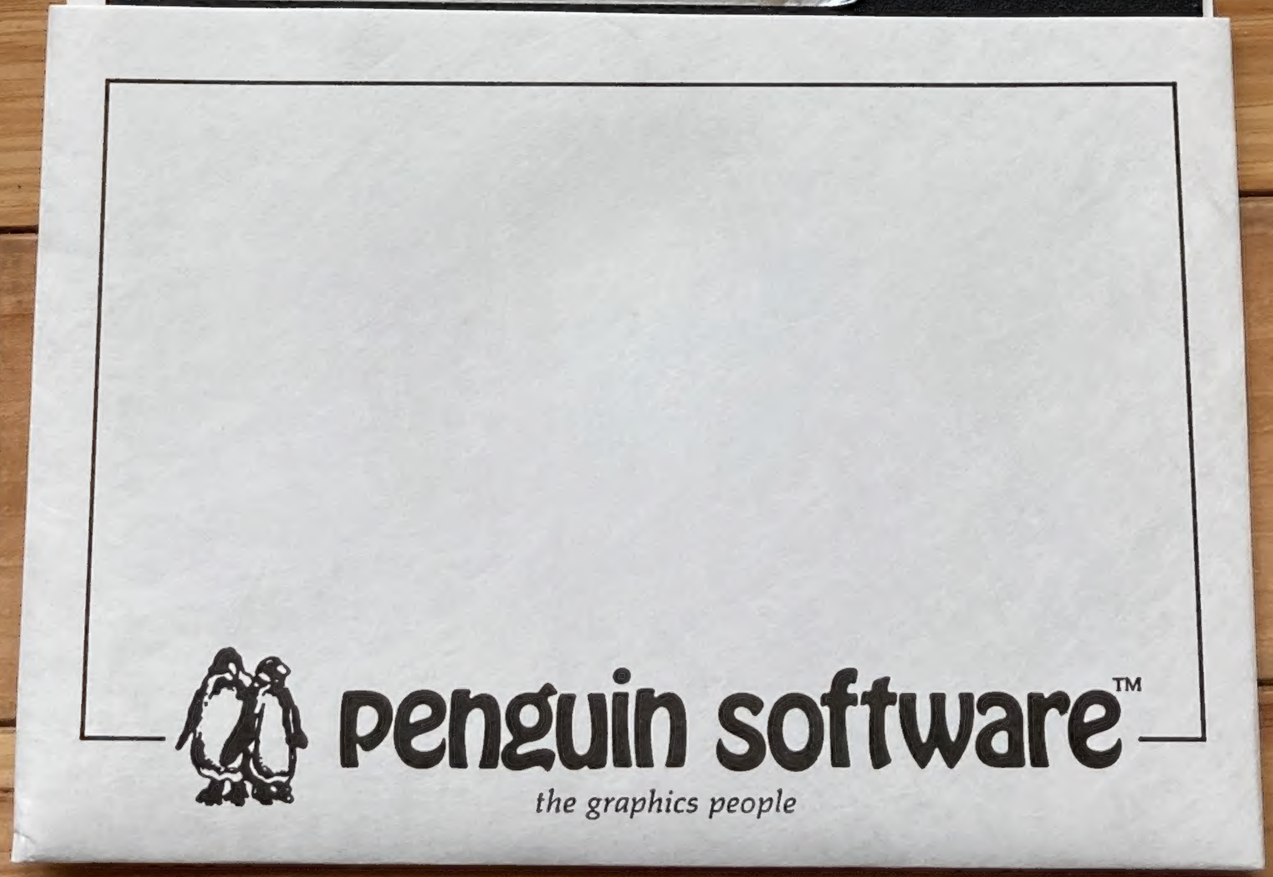
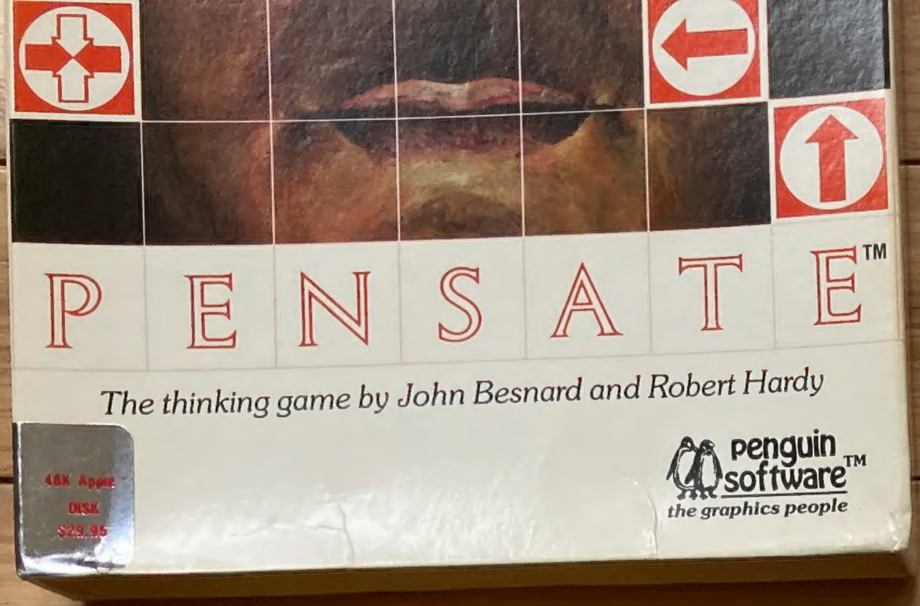
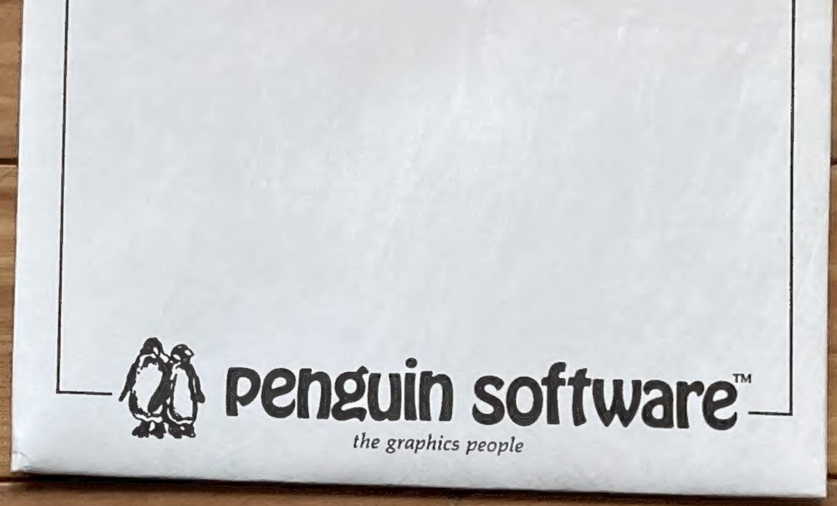








OPTIONS

After you enter your options, press RETURN. If you do not want to change an option, pressing RETURN will enter the option shown.

MODE: Enter P or T (for Practice or Tournament)

In the Practice mode, you choose the pieces to play against and their positions on the screen. The computer will ignore the numbers after the Round and Level options.

In Tournament mode, the computer chooses the pieces you play against and their positions.

ROUND: Enter 1 - 9

The higher the number you enter, the greater the number of pieces on the board. Round one starts with four pieces. One additional piece is added each round. No more than 25 pieces will be placed on any one board, however. This option is not valid in practice mode.

LEVEL: Enter 1 - 9

The skill level determines the complexity of the playing pieces selected for play in the tournament mode. This option is not valid in practice mode.

SPEED: Enter 1 - 9

This is the speed at which the pieces make their moves. 1 is the fastest and 9 is the slowest. Should a player wish to follow the moves in detail, a slower speed should be selected. Once a player has mastered the moves, a faster speed will allow victory to come swiftly!

RETRACE? Enter Y or N (for Yes or No)

Retrace refers to the ability to land on a square that has been occupied previously by one of the players' pieces.

If you choose "NO", once a player lands on a square, it cannot be occupied again by either one of the players' or the computer's pieces. These squares will be marked as you go along so you know which ones cannot be landed on.

If a computer's piece lands on one of these squares, it will make its move again according to its set pattern. A player loses the game by landing on one of these squares. In a two-player game you can use this option to be able to block your opponent's path to the other side of the board.

If you choose "YES", any of the squares may be landed on again by either players' or the computer's pieces.

MOVES AHEAD: Enter 1 - 4

This is the number of moves you choose before you get the opportunity to pick another move or set of moves. During play, first your piece makes one move, (in two-player mode, the second player would then move), then the computer's pieces move and you continue to alternate moves. In the tournament mode, you must choose at least two moves.

PLAYERS: Enter 1 or 2

If you choose 1, your piece just needs to avoid the computer's pieces. Choosing 2 means you have to avoid not only the computer's pieces, but an opponent's as well. In the two-player version, moves may not be deleted. Once entered, they stand.

GAME ID: XXXX

The four-digit ID code on the left represents the last game played and the one on the right shows the current game either pending or underway. You may enter 0-9 and A-F as identification codes. Exceptions: you cannot use 0000 or have two zeros on either the left or the right.

Tournament games can be replayed at a later date if you remember the Round, Level and Game ID code combination. Enter this information in the options.

TO PRACTICE

After you have entered your options, press ESC. Then choose the ID numbers of the pieces you want to play against. Press RETURN after choosing the number. See the chart below for the ID numbers of the pieces.

Use the I, J, K and M keys to position the pieces on the board. Press RETURN when each piece is in the position you want. When you have entered as many pieces as you want (1 - 25), press ESC to begin and choose a starting location for your piece. Enter 1-8, or "N" for New if you decide you want a different board setup.

In Practice mode with only one player and more than one move ahead chosen, the "/" key allows a move (or moves) to be erased. You cannot erase the last move, however, since once that is entered, the pieces begin to move. On the Apple IIe, the DELETE key also works.

During move selection, pressing "?" allows you to review the options you selected. Press any key to return to the game.

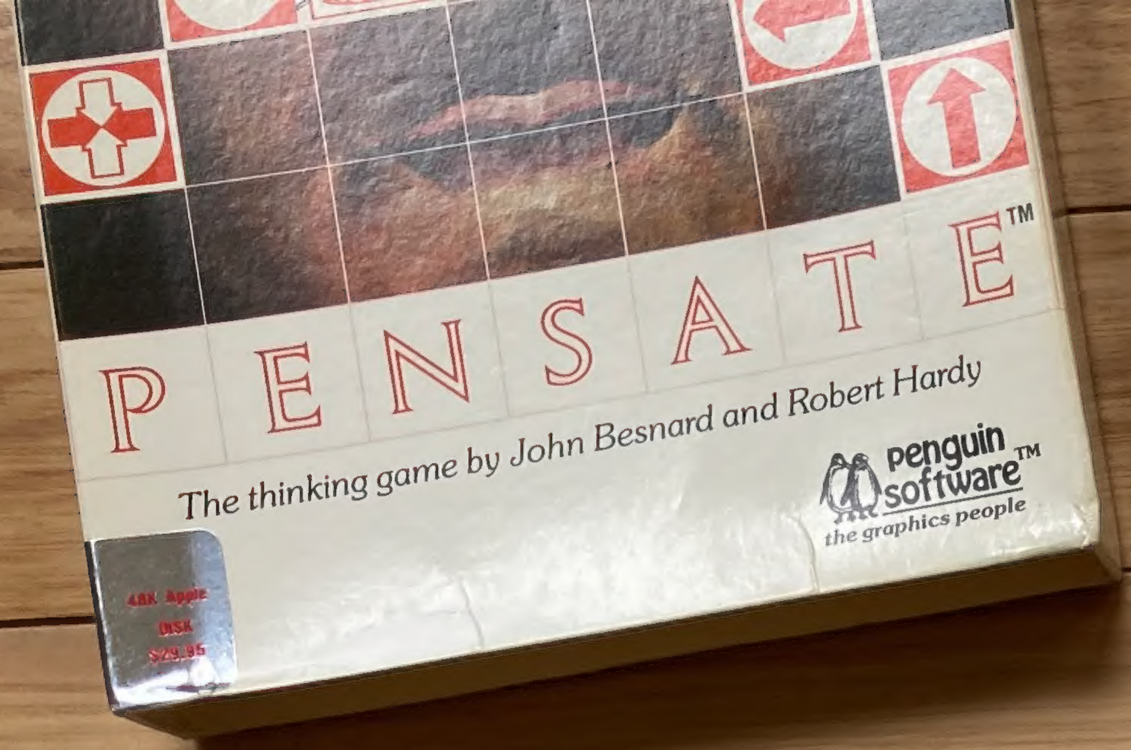
TO PLAY IN TOURNAMENT MODE

You must choose at least two moves ahead. After you have entered your options, press ESC. If you want to use a different setup, press N for New. Then choose the square you want your piece to start on. Enter 1-8.

To choose your moves, use the I, J, K and M keys. In the two-player mode, players alternate selecting moves. The computer's pieces move according to the chart below.

During move selection, pressing "?" allows the review of the options selected. Press any key to return to the game.

If you lose, the game will go back into Demo mode. Press ESC to begin another game, press R to Replay the last game with the same setup, or press I to see an Instant replay.



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ID#	Computer Piece	You Move	Piece Moves
1		Up	Left
		Down	Left
		Right	Left
		Left	Left
2		Up	Right
		Down	Right
		Right	Right
		Left	Right
3		Up	Up
		Down	Up
		Right	Up
		Left	Up
4		Up	Down
		Down	Down
		Right	Down
		Left	Down
5		Up	Down
		Down	Up
		Right	Left
		Left	Right
6		Up	1 square Left, 1 square Down
		Down	1 square Right, 1 square Up
		Right	1 square Left, 1 square Up
		Left	1 square Right, 1 square Down
7		Up	1 square Right, 1 square Up
		Down	1 square Left, 1 square Down
		Right	1 square Right, 1 square Down
		Left	1 square Left, 1 square Up
8		Up	Left
		Down	Right
		Right	Up
		Left	Down
9		Up	2 squares Left, 1 square Down
		Down	2 squares Right, 1 square Up
		Right	2 squares Up, 1 square Left
		Left	2 squares Down, 1 square Right
0		Up	2 squares Right, 1 square Down
		Down	2 squares Left, 1 square Up
		Right	2 squares Down, 1 square Left
		Left	2 squares Up, 1 square Right

Disk Replacement

If your Pensate disk should fail within 60 days of purchase, return it to Penguin Software for a free replacement. After 60 days, please return it with $5 and we'll rush a new one to you right away. We feel this is a fair replacement policy for entertainment software and is in line with our policy of not copy-protecting our applications software. Please help us by not copying our entertainment software and not making any copies of our applications software except for your own use as backups.

Preston Penguin says:

Remember, only you can prevent software piracy.

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